



15U Baseball Rules

Pitching Distance: 60' 6"

Base Distance: 90'

Game

- 7 innings (unless shortened by mercy rule, weather, or darkness).
- No extra innings, game will be a tie
- Home team 3rd base dugout and Away team 1st base dugout
- Home team bats last
- Teams must have 8 players physically on the field to start a game. If a team only has 8 players, then the 9th spot in the batting order will be an out each time it comes up. The team will forfeit if they only have 7 or less players by game time. In the event of a forfeit a time limit of 1 hour will be established if both teams agree to play.
- If a player is running late, they can be placed on a sub line in the books, with no penalty. When the player enters, they must immediately go into the defensive field and will be substituted in at the bottom of the line-up.
- A full game consists of 7 innings with a 90-minute time limit. No new inning will begin with 5 minutes or less left in the time limit. If the game ends in a tie, it will be recorded as such.
- 3 innings will constitute a complete game in the event of inclement weather or lightning.

Mercy Rule

- 15-run lead after 4 innings
- **10-run lead after 5 innings**
- 8-run lead after 6 innings

Lineup

- Nine starters.
- DH is allowed under NFHS rules.
- Starters may re-enter once in their original lineup spot.
- Substitutes who leave cannot return.

Pitching

- Balks are enforced.
- Illegal pitch = ball (or balk with runners on).
- Pitcher must come to a complete stop from the set position.
- Fake to first while engaged with the rubber is a balk.
- A pitcher that is removed from the game cannot return to the mound in the same game

Batting

- BBCOR-certified (-3) bats required. NO WOOD BATS
- Bat grip substances (pine tar, resin) cannot extend beyond **18 inches** from the knob.
- Batter is out for using an illegal bat.
- Batter is out if holding bat while touching 1st base.
- If a player is injured and cannot return to the game, they will be skipped in the batting lineup with no penalty. If a player leaves for any other reason than an injury, they will be called out at the next at bat only.

Running

- Sliding is **not always required**.
- Runners must avoid malicious contact.
- Interference can result in runner and/or batter-runner being called out.
- Pinch Runners are allowed. They will replace the active base runner with whomever is on roster and be allowed to return to the field and remain in the game or be substituted at the manager/coach's discretion.

Base Running

- Overrunning first base is allowed if the runner immediately returns.
- Leaving early on a caught fly ball requires retouching the base. (tagging up)

Catching

- Catcher must not obstruct the batter unless making a play on the ball.
- Defensive obstruction awards bases when appropriate.

Fielding

- Infield fly rule:
 - Less than two outs
 - Runners on first and second or bases loaded
 - Fair fly ball that can be caught with ordinary effort

Dead Ball

- Foul ball
- Hit batter
- Ball lodged in equipment or fence
- Umpire calls time

Sportsmanship

- No taunting other team, keep it within your own team!
- Ejections for fighting, malicious contact, or unsportsmanlike conduct.
- Restricted-to-the-bench penalties may apply before ejection for certain coach/player violations.
- A coach or spectator who is thrown out of a game will be suspended for the next two scheduled games, and that includes spectating. Each department is responsible for letting the other department know via text or email. If a coach is thrown out for a 2nd

time in a season, that coach will be suspended for the season. If a coach physically or verbally assaults an umpire or other staff member they will be relieved of their coaching duties for the remainder of the season.

Equipment

- Batting helmets.
- Catcher's gear required.
- Jewelry is generally permitted unless deemed unsafe by the umpire.

Timeouts/ Mound Visits

- Each team is allowed 3 charged conferences per 7-inning game to talk to defensive players, plus 1 per extra inning, without needing to remove the pitcher. (a 4th visit requires removal of pitcher)

Common Umpire Signals

- Safe
- Out
- Strike
- Ball
- Foul
- Fair
- Time
- Infield Fly

Common Ways to Get Out

- Strikeout
- Force out
- Tag out
- Fly out
- Line out
- Pop out

- Infield fly
- Interference

Key Points to Remember

- **7-inning games**
- **10-run mercy after 5**
- **One re-entry for starters**
- **BBCOR bats only**
- **Balks enforced**
- **No malicious contact**
- **Good sportsmanship is strictly enforced**
- **Play with passion!**

